

YOUR SOLAR SYSTEM IS UNDER ATTACK

The evil Professor Schaumund has returned, bringing with him an entire fleet of new enemy spaceships. To make matters worse, a belt of gigantic asteroids is headed in your direction – if just one of them manages to enter the planetary atmosphere, it means certain doom for all of the indigenous life below.

Your only hope is to hop aboard a special spacecraft and intercept all incoming danger. With fire, lasers and antimatter bombs at your disposal, you might just be able to stop this interstellar catastrophe in its tracks and save your people from annihilation. The future of life on five planets lies in your hands...

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons unless stated otherwise.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **Ⓢ** button.

NOTE: SUPER STARDUST™ PORTABLE saves data automatically at certain points. Do not remove the Memory Stick Duo™ or switch off the system when the Memory Stick Duo™ access indicator is flashing.

DEFAULT CONTROLS



Tap action buttons (△○×□) to spread your shots

Press all action buttons to spin the Gold Melter

THE GAMESCREEN



- 1 Score
- 2 High score
- 3 Lives
- 4 Antimatter bombs
- 5 Boost bar
- 6 Score multiplier
- 7 Boss life remaining

GETTING STARTED

The Super Stardust™ Portable Title Screen will be displayed. Press the START button to access the Main Menu.

MAIN MENU

ARCADE MODE

The Arcade Menu Screen will be displayed. Select one of five planets to save – either Lave, Coventina, Nemain, Taranis or Segomo.

In Arcade Mode, planets are split into five increasingly difficult phases. Blast everything in sight if you hope to progress between planets in one piece.

NOTE: each planet must be successfully completed first before the next planet will unlock.

PLANET MODE

Revisit Lave, Coventina, Nemain, Taranis or Segomo in a bid to establish a new high score. Individual planets are only accessible once successfully unlocked in Arcade Mode.

IMPACT MODE

Your only weapons here are boost and bombs. Keep your boost going by smashing through enemies and increase your score multiplier to colossal proportions.

HIGH SCORES

Strive to attain the best asteroid-obliterating score in the universe and aim to beat your friends.

Press ← or → to scroll through the latest online score listings for Lave, Coventina, Nemain, Taranis, Segomo and Co-op. When viewing a specific high score leaderboard, press ↑ or ↓ to view the list in its entirety. Press and hold the Ⓢ button and press ↑ to return to the very first leaderboard or press ↓ to skip to the very last leaderboard. Press the Ⓢ button at any time to return to the Main Menu.

NOTE: to view global high scores, the PSP™ system must have a Wireless Internet connection and the user must be signed in to PlayStation®Network.

GAME STATISTICS

Press the  button to view your latest game statistics, such as Arcade Games Played, Best Score and Total Time. Press  or  to scroll through the complete statistics listing.

OPTIONS

CAMERA TYPE

Press  or  to choose the default camera, or to set the camera to view slightly ahead of the ship, or slightly ahead of the direction of fire.

AUDIO OPTIONS

Enter this menu to alter the volume of the music and sound effects (SFX).

CONTROL OPTIONS

Enter this menu to change your control set up.

LOAD

Use this menu to load or save a game, or to switch autosave off or on.

CREDITS

View the complete game credits for Super Stardust™ Portable.

HELP

View the in-game controls and press  or  to read some handy tips.

DEALING WITH ASTEROIDS

Think of them as monolithic cannonballs aimed straight at your home. These humongous chunks of matter are careering out of control and will cause catastrophic damage if they make it through the stratosphere. When attacked they splinter into smaller, weaker lumps. Some asteroids have a glowing green core. Destroy this core and it will yield a token that will be vital to your survival.



ICE

Composed entirely of frozen water, an ice asteroid is not particularly durable and carries less mass than a rock asteroid.



ROCK

Consisting of solid stone, rock asteroids have a higher mass than ice asteroids and are more difficult to break apart.



GOLD

They may look pretty, but they are lethal. A gold asteroid is much heavier than an ice or rock asteroid and much more resilient to attack.

TOKENS

Tokens will appear once the green core of an asteroid has exploded. Pick them up as quickly as possible, because their usefulness will degrade as time passes.

SHIP

A ship token will give you another life.

SHIELD

A shield token will protect your ship within a glowing energy sphere. After your vessel incurs a hit, the shield will deactivate.

ICE SPLITTER

This token equips your ship with an Ice Splitter. An Ice Splitter has a long range and a narrow shooting pattern. As the name suggests, it is most effective against ice asteroids.

ROCK CRUSHER

This token equips your ship with a Rock Crusher, which has a medium range and relatively wide shooting pattern. It is best deployed against rock asteroids.

GOLD MELTER

Pick up a Gold Melter token and your ship will spit forth a scorching tongue of flame. A Gold Melter is most effective against gold asteroids.

POINTS

Pick up one of these and you will collect 2,500 extra points. If you obtain the token whilst boosting, the number of points won will increase. These points are also affected by your score multiplier.

ANTIMATTER BOMBS

Your ship begins a game with three antimatter bombs. These powerful weapons will cut through all types of asteroid and heavily damage or destroy enemy ships. From time to time a weapon transport ship will fly past the battle zone. Shoot at its cargo canisters in order to find more antimatter bombs!

SCORE MULTIPLIER

In the bottom right-hand corner of the gamescreen is a score multiplier. When a game begins, the score multiplier is set at "1x" – but as enemies are destroyed, it can increase to a maximum of "10x". Try to keep your score multiplier as high as possible, because big scores mean extra lives. An extra life is awarded at five million, ten million and twenty million points scored. Every twenty million points gained after this will also result in an extra life.